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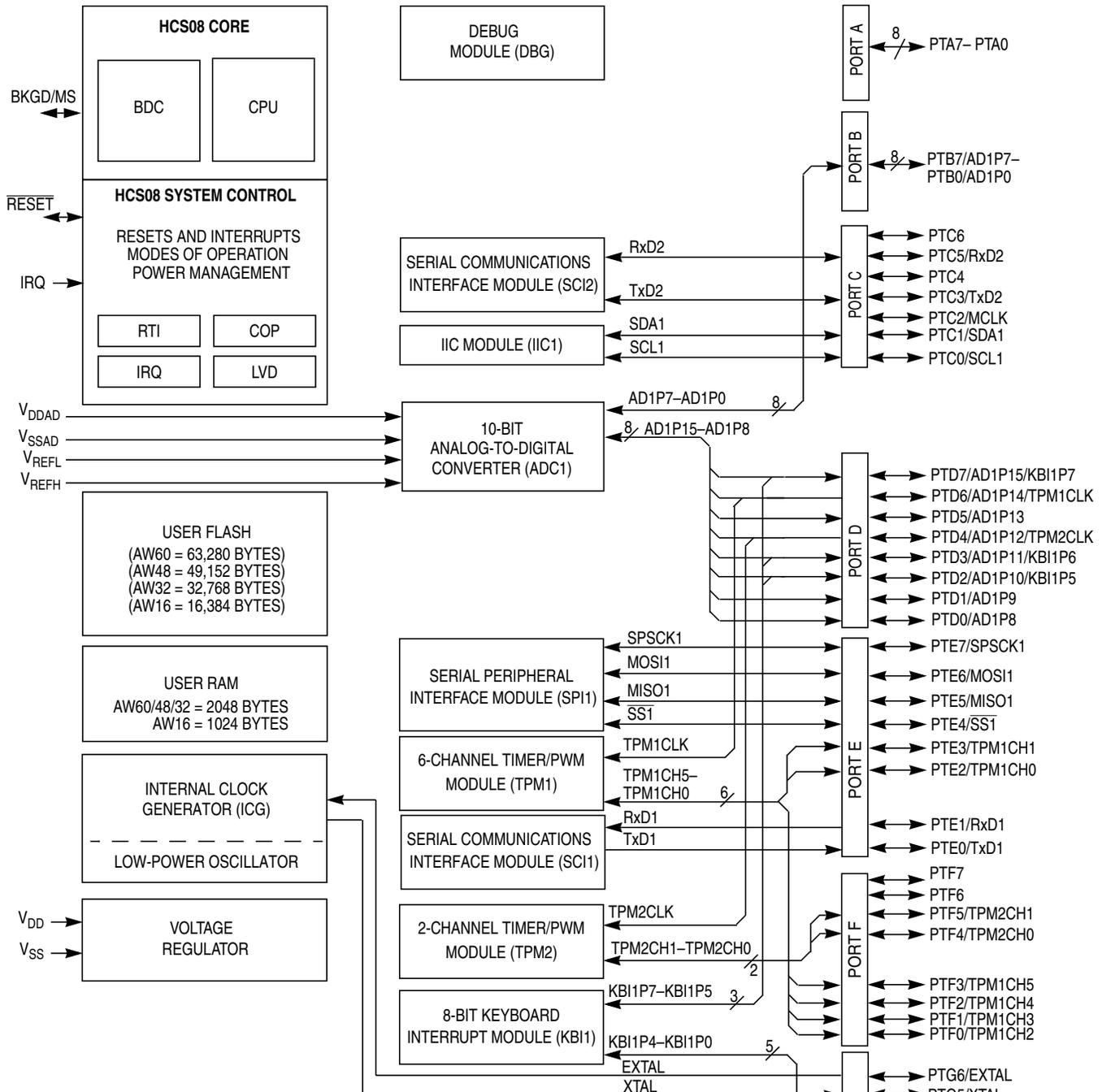
What is "[Embedded - Microcontrollers](#)"?

"[Embedded - Microcontrollers](#)" refer to small, integrated circuits designed to perform specific tasks within larger systems. These microcontrollers are essentially compact computers on a single chip, containing a processor core, memory, and programmable input/output peripherals. They are called "embedded" because they are embedded within electronic devices to control various functions, rather than serving as standalone computers. Microcontrollers are crucial in modern electronics, providing the intelligence and control needed for a wide range of applications.

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Details

Product Status	Active
Core Processor	S08
Core Size	8-Bit
Speed	40MHz
Connectivity	I ² C, SCI, SPI
Peripherals	LVD, POR, PWM, WDT
Number of I/O	34
Program Memory Size	16KB (16K x 8)
Program Memory Type	FLASH
EEPROM Size	-
RAM Size	1K x 8
Voltage - Supply (Vcc/Vdd)	2.7V ~ 5.5V
Data Converters	A/D 8x10b
Oscillator Type	Internal
Operating Temperature	-40°C ~ 125°C (TA)
Mounting Type	Surface Mount
Package / Case	44-LQFP
Supplier Device Package	44-LQFP (10x10)
Purchase URL	https://www.e-xfl.com/pro/item?MUrl=&PartUrl=mc9s08aw16vfge



NOTES:

1. Port pins are software configurable with pullup device if input port.
2. Pin contains software-configurable pullup/pulldown device if IRQ is enabled (IRQPE = 1). Pulldown is enabled if rising edge detect is selected (IRQEDG = 1)
3. IRQ does not have a clamp diode to V_{DD}. IRQ should not be driven above V_{DD}.
4. Pin contains integrated pullup device.
5. Pins PTD7, PTD3, PTD2, and PTG4 contain both pullup and pulldown devices. Pulldown enabled when KBI is enabled (KBIPE_n = 1) and rising edge is selected (KBEDG_n = 1).

Figure 1-1. MC9S08AW60 Series Block Diagram

Chapter 2

Pins and Connections

2.1 Introduction

This chapter describes signals that connect to package pins. It includes a pinout diagram, a table of signal properties, and detailed discussion of signals.

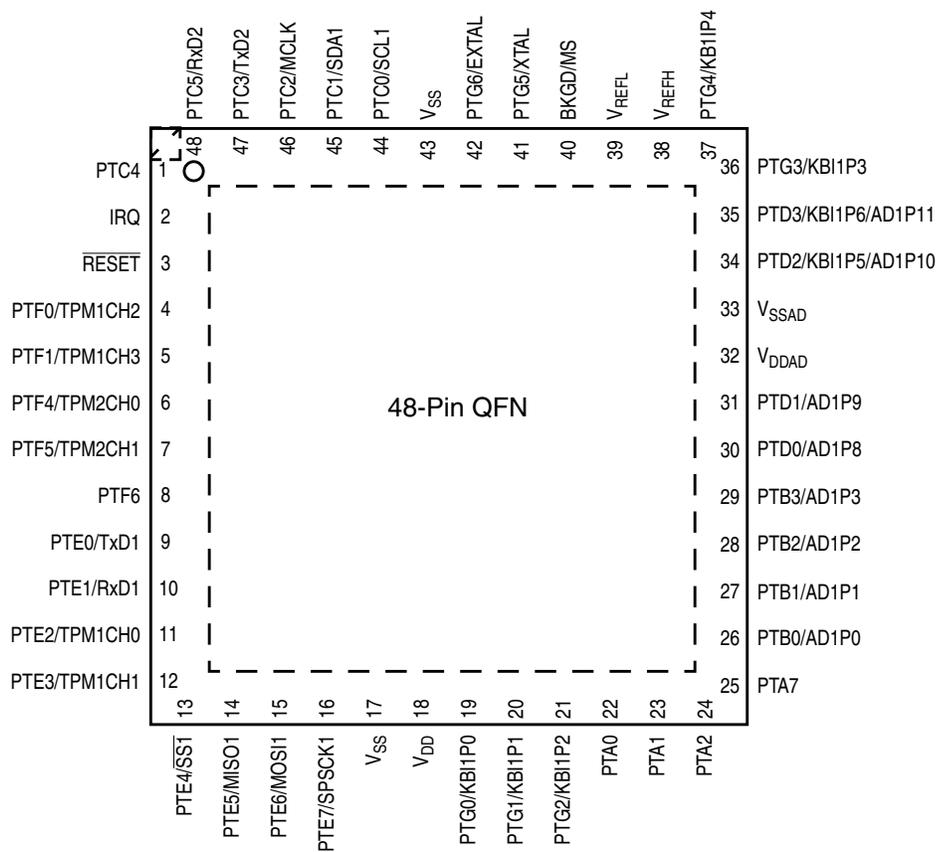


Figure 2-2. MC9S08AW60 Series in 48-Pin QFN Package

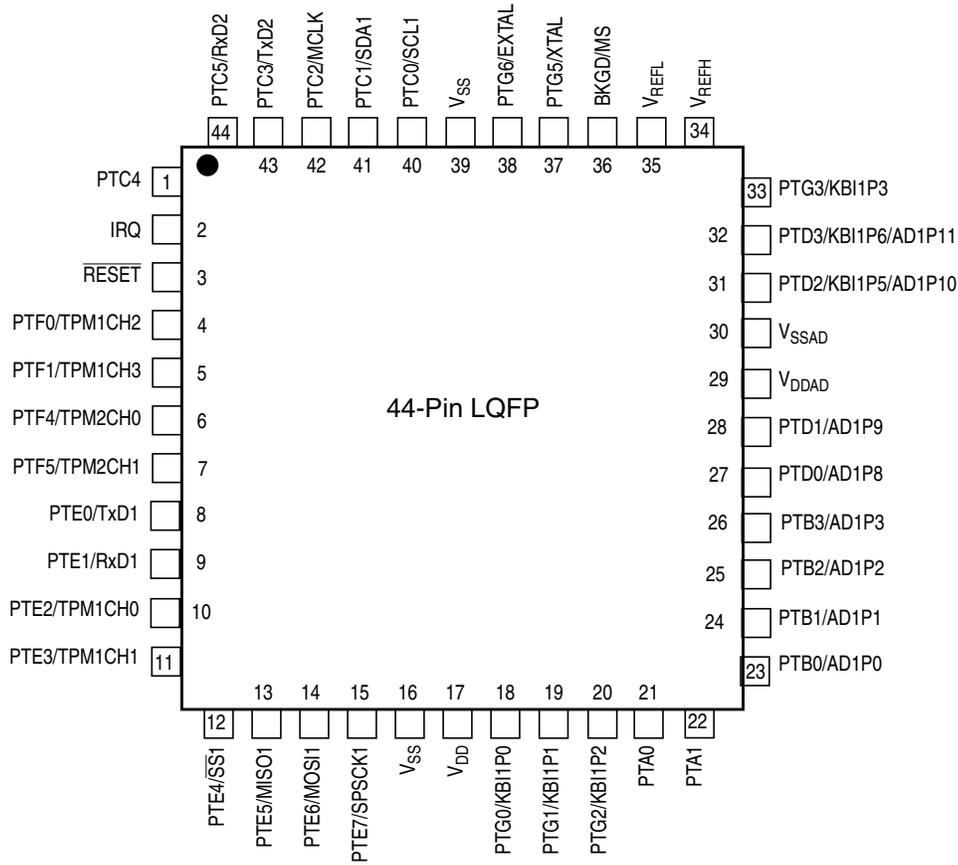


Figure 2-3. MC9S08AW60 Series in 44-Pin LQFP Package

2.3 Recommended System Connections

Figure 2-4 shows pin connections that are common to almost all MC9S08AW60 Series application systems.

Chapter 3

Modes of Operation

3.1 Introduction

The operating modes of the MC9S08AW60 Series are described in this chapter. Entry into each mode, exit from each mode, and functionality while in each of the modes are described.

3.2 Features

- Active background mode for code development
- Wait mode:
 - CPU shuts down to conserve power
 - System clocks running
 - Full voltage regulation maintained
- Stop modes:
 - System clocks stopped; voltage regulator in standby
 - Stop2 — Partial power down of internal circuits, RAM contents retained
 - Stop3 — All internal circuits powered for fast recovery

3.3 Run Mode

This is the normal operating mode for the MC9S08AW60 Series. This mode is selected when the BKGD/MS pin is high at the rising edge of reset. In this mode, the CPU executes code from internal memory with execution beginning at the address fetched from memory at \$FFFE:\$FFFF after reset.

3.4 Active Background Mode

The active background mode functions are managed through the background debug controller (BDC) in the HCS08 core. The BDC, together with the on-chip debug module (DBG), provide the means for analyzing MCU operation during software development.

Active background mode is entered in any of five ways:

- When the BKGD/MS pin is low at the rising edge of reset
- When a BACKGROUND command is received through the BKGD pin
- When a BGND instruction is executed
- When encountering a BDC breakpoint
- When encountering a DBG breakpoint

Table 3-2. BDM Enabled Stop Mode Behavior

Mode	PPDC	CPU, Digital Peripherals, FLASH	RAM	ICG	ADC1	Regulator	I/O Pins	RTI
Stop3	0	Standby	Standby	Active	Optionally on	Active	States held	Optionally on

3.6.4 LVD Enabled in Stop Mode

The LVD system is capable of generating either an interrupt or a reset when the supply voltage drops below the LVD voltage. If the LVD is enabled in stop by setting the LVDE and the LVDSE bits, then the voltage regulator remains active during stop mode. If the user attempts to enter stop2 with the LVD enabled for stop, the MCU will instead enter stop3. Table 3-3 summarizes the behavior of the MCU in stop when the LVD is enabled.

Table 3-3. LVD Enabled Stop Mode Behavior

Mode	PPDC	CPU, Digital Peripherals, FLASH	RAM	ICG	ADC1	Regulator	I/O Pins	RTI
Stop3	0	Standby	Standby	Off ¹	Optionally on	Active	States held	Optionally on

¹ Crystal oscillator can be configured to run in stop3. Please see the ICG registers.

3.6.5 On-Chip Peripheral Modules in Stop Modes

When the MCU enters any stop mode, system clocks to the internal peripheral modules are stopped. Even in the exception case (ENBDM = 1), where clocks to the background debug logic continue to operate, clocks to the peripheral systems are halted to reduce power consumption. Refer to Section 3.6.1, “Stop2 Mode,” and Section 3.6.2, “Stop3 Mode,” for specific information on system behavior in stop modes.

Table 3-4. Stop Mode Behavior

Peripheral	Mode	
	Stop2	Stop3
CPU	Off	Standby
RAM	Standby	Standby
FLASH	Off	Standby
Parallel Port Registers	Off	Standby
ADC1	Off	Optionally On ¹
ICG	Off	Optionally On ²
IIC	Off	Standby

4.6 FLASH Registers and Control Bits

The FLASH module has nine 8-bit registers in the high-page register space, three locations in the nonvolatile register space in FLASH memory which are copied into three corresponding high-page control registers at reset. There is also an 8-byte comparison key in FLASH memory. Refer to Table 4-3 and Table 4-4 for the absolute address assignments for all FLASH registers. This section refers to registers and control bits only by their names. A Freescale-provided equate or header file normally is used to translate these names into the appropriate absolute addresses.

4.6.1 FLASH Clock Divider Register (FCDIV)

Bit 7 of this register is a read-only status flag. Bits 6 through 0 may be read at any time but can be written only one time. Before any erase or programming operations are possible, write to this register to set the frequency of the clock for the nonvolatile memory system within acceptable limits.

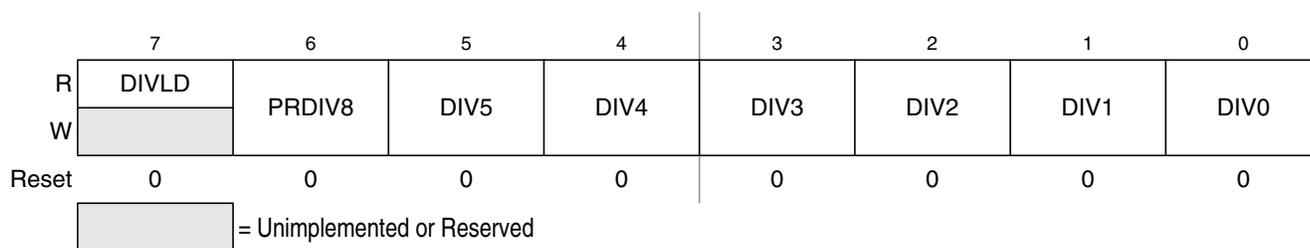


Figure 4-6. FLASH Clock Divider Register (FCDIV)

Table 4-6. FCDIV Register Field Descriptions

Field	Description
7 DIVLD	<p>Divisor Loaded Status Flag — When set, this read-only status flag indicates that the FCDIV register has been written since reset. Reset clears this bit and the first write to this register causes this bit to become set regardless of the data written.</p> <p>0 FCDIV has not been written since reset; erase and program operations disabled for FLASH. 1 FCDIV has been written since reset; erase and program operations enabled for FLASH.</p>
6 PRDIV8	<p>Prescale (Divide) FLASH Clock by 8</p> <p>0 Clock input to the FLASH clock divider is the bus rate clock. 1 Clock input to the FLASH clock divider is the bus rate clock divided by 8.</p>
5:0 DIV[5:0]	<p>Divisor for FLASH Clock Divider — The FLASH clock divider divides the bus rate clock (or the bus rate clock divided by 8 if PRDIV8 = 1) by the value in the 6-bit DIV5:DIV0 field plus one. The resulting frequency of the internal FLASH clock must fall within the range of 200 kHz to 150 kHz for proper FLASH operations. Program/Erase timing pulses are one cycle of this internal FLASH clock which corresponds to a range of 5 μs to 6.7 μs. The automated programming logic uses an integer number of these pulses to complete an erase or program operation. See Equation 4-1, Equation 4-2, and Table 4-6.</p>

$$\text{if PRDIV8} = 0 \text{ — } f_{\text{CLK}} = f_{\text{BUS}} \div ([\text{DIV5:DIV0}] + 1) \tag{Eqn. 4-1}$$

$$\text{if PRDIV8} = 1 \text{ — } f_{\text{CLK}} = f_{\text{BUS}} \div (8 \times ([\text{DIV5:DIV0}] + 1)) \tag{Eqn. 4-2}$$

Table 4-7 shows the appropriate values for PRDIV8 and DIV5:DIV0 for selected bus frequencies.

NOTE

The voltage measured on the pulled up IRQ pin may be as low as $V_{DD} - 0.7$ V. The internal gates connected to this pin are pulled all the way to V_{DD} . All other pins with enabled pullup resistors will have an unloaded measurement of V_{DD} .

5.5.2.2 Edge and Level Sensitivity

The IRQMOD control bit reconfigures the detection logic so it detects edge events and pin levels. In this edge detection mode, the IRQF status flag becomes set when an edge is detected (when the IRQ pin changes from the deasserted to the asserted level), but the flag is continuously set (and cannot be cleared) as long as the IRQ pin remains at the asserted level.

5.5.3 Interrupt Vectors, Sources, and Local Masks

Table 5-1 provides a summary of all interrupt sources. Higher-priority sources are located toward the bottom of the table. The high-order byte of the address for the interrupt service routine is located at the first address in the vector address column, and the low-order byte of the address for the interrupt service routine is located at the next higher address.

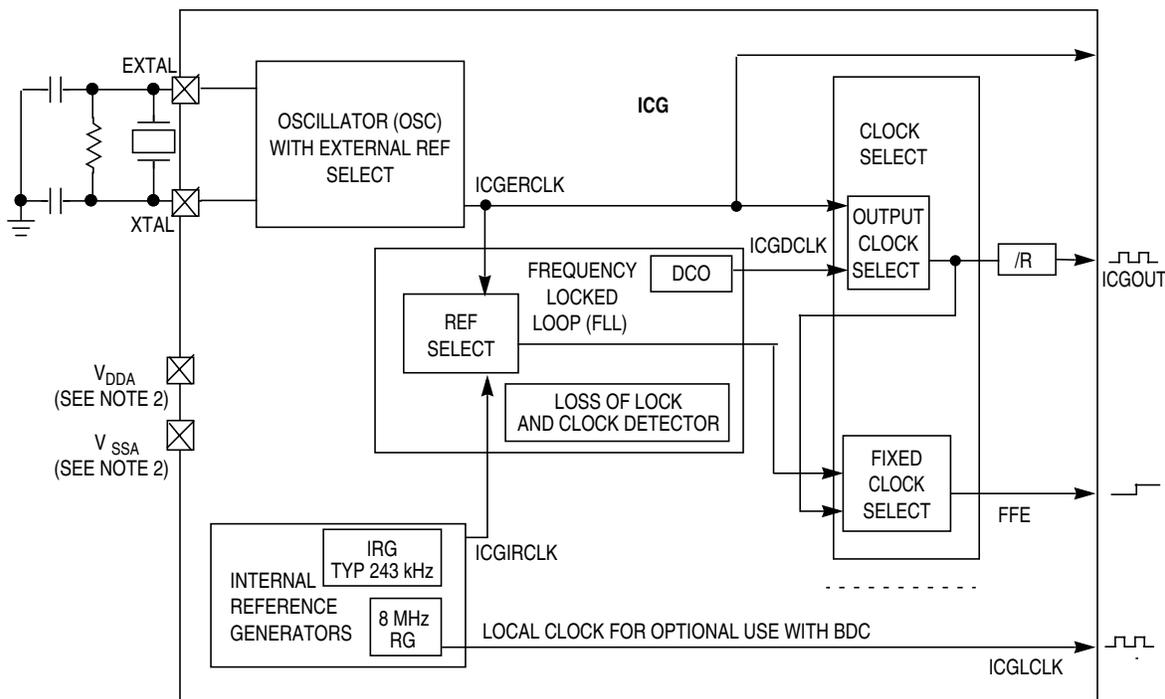
When an interrupt condition occurs, an associated flag bit becomes set. If the associated local interrupt enable is 1, an interrupt request is sent to the CPU. Within the CPU, if the global interrupt mask (I bit in the CCR) is 0, the CPU will finish the current instruction, stack the PCL, PCH, X, A, and CCR CPU registers, set the I bit, and then fetch the interrupt vector for the highest priority pending interrupt. Processing then continues in the interrupt service routine.

Table 5-1. Vector Summary

Vector Priority	Vector Number	Address (High/Low)	Vector Name	Module	Source	Enable	Description	
Lower Higher	26 through 31	\$FFC0/FFC1 through \$FFCA/FFCB	Unused Vector Space (available for user program)					
	25	\$FFCC/FFCD	Vrti	System control	RTIF	RTIE	Real-time interrupt	
	24	\$FFCE/FFCF	Viic1	IIC1	IICIF	IICIE	IIC1	
	23	\$FFD0/FFD1	Vadc1	ADC1	COCO	AIEN	ADC1	
	22	\$FFD2/FFD3	Vkeyboard 1	KBI1	KBF	KBIE	KBI1 pins	
	21	\$FFD4/FFD5	Vsci2tx	SCI2	TDRE TC	TIE TCIE	SCI2 transmit	
	20	\$FFD6/FFD7	Vsci2rx	SCI2	IDLE RDRF	ILIE RIE	SCI2 receive	
	19	\$FFD8/FFD9	Vsci2err	SCI2	OR NF FE PF	ORIE NFIE FEIE PFIE	SCI2 error	
	18	\$FFDA/FFDB	Vsci1tx	SCI1	TDRE TC	TIE TCIE	SCI1 transmit	
	17	\$FFDC/FFDD	Vsci1rx	SCI1	IDLE RDRF	ILIE RIE	SCI1 receive	
	16	\$FFDE/FFDF	Vsci1err	SCI1	OR NF FE PF	ORIE NFIE FEIE PFIE	SCI1 error	
	15	\$FFE0/FFE1	Vspi1	SPI1	SPIF MODF SPTEF	SPIE SPIE SPTIE	SPI1	
	14	\$FFE2/FFE3	Vtpm2ovf	TPM2	TOF	TOIE	TPM2 overflow	
	13	\$FFE4/FFE5	Vtpm2ch1	TPM2	CH1F	CH1IE	TPM2 channel 1	
	12	\$FFE6/FFE7	Vtpm2ch0	TPM2	CH0F	CH0IE	TPM2 channel 0	
	11	\$FFE8/FFE9	Vtpm1ovf	TPM1	TOF	TOIE	TPM1 overflow	
	10	\$FFEA/FFEB	Vtpm1ch5	TPM1	CH5F	CH5IE	TPM1 channel 5	
	9	\$FFEC/FFED	Vtpm1ch4	TPM1	CH4F	CH4IE	TPM1 channel 4	
	8	\$FFEE/FFEF	Vtpm1ch3	TPM1	CH3F	CH3IE	TPM1 channel 3	
	7	\$FFF0/FFF1	Vtpm1ch2	TPM1	CH2F	CH2IE	TPM1 channel 2	
	6	\$FFF2/FFF3	Vtpm1ch1	TPM1	CH1F	CH1IE	TPM1 channel 1	
	5	\$FFF4/FFF5	Vtpm1ch0	TPM1	CH0F	CH0IE	TPM1 channel 0	
	4	\$FFF6/FFF7	Vicg	ICG	ICGIF (LOLS/LOCS)	LOLRE/LOCRE	ICG	
	3	\$FFF8/FFF9	Vlvd	System control	LVDF	LVDIE	Low-voltage detect	
	2	\$FFFA/FFFB	Virq	IRQ	IRQF	IRQIE	IRQ pin	
	1	\$FFFC/FFFD	Vswi	Core	SWI Instruction	—	Software interrupt	
	0	\$FFFE/FFFF	Vreset	System control	COP LVD RESET pin Illegal opcode	COPE LVDRE — —	Watchdog timer Low-voltage detect External pin Illegal opcode	

8.1.3 Block Diagram

Figure 8-3 is a top-level diagram that shows the functional organization of the internal clock generation (ICG) module. This section includes a general description and a feature list.



NOTES:

1. See Table 8-9 for specific use of ICGOUT, FFE, ICGLCLK, ICGERCLK
2. Not all HCS08 microcontrollers have unique supply pins for the ICG. See the device pin assignments.

Figure 8-3. ICG Block Diagram

8.2 External Signal Description

The oscillator pins are used to provide an external clock source for the MCU. The oscillator pins are gain controlled in low-power mode (default). Oscillator amplitudes in low-power mode are limited to approximately 1 V, peak-to-peak.

8.2.1 EXTAL — External Reference Clock / Oscillator Input

If upon the first write to ICGC1, either the FEE mode or FBE mode is selected, this pin functions as either the external clock input or the input of the oscillator circuit as determined by REFS. If upon the first write to ICGC1, either the FEI mode or SCM mode is selected, this pin is not used by the ICG.

8.2.2 XTAL — Oscillator Output

If upon the first write to ICGC1, either the FEE mode or FBE mode is selected, this pin functions as the output of the oscillator circuit. If upon the first write to ICGC1, either the FEI mode or SCM mode is

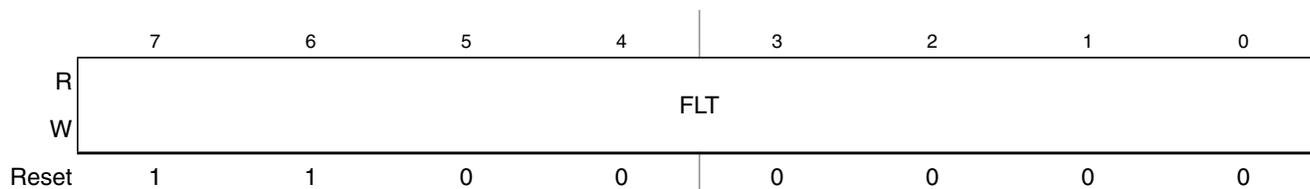
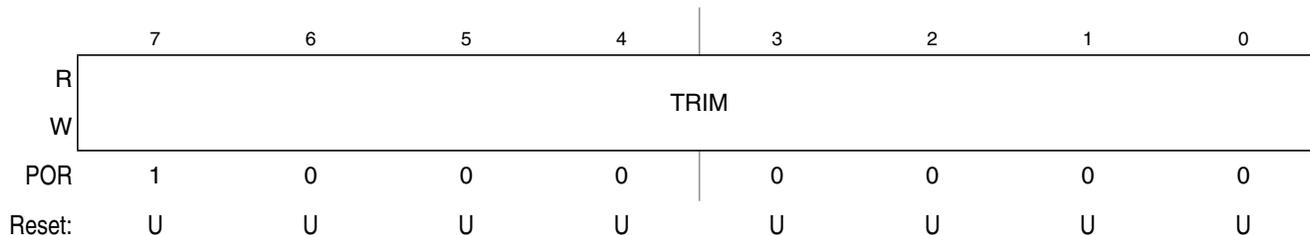


Figure 8-11. ICG Lower Filter Register (ICGFLT)

Table 8-6. ICGFLT Register Field Descriptions

Field	Description
7:0 FLT	Filter Value — The FLT bits indicate the current filter value, which controls the DCO frequency. The FLT bits are read only except when the CLKS bits are programmed to self-clocked mode (CLKS = 00). In self-clocked mode, any write to ICGFLTU updates the current 12-bit filter value. Writes to the ICGFLTU register will not affect FLT if a previous latch sequence is not complete. The filter registers show the filter value (FLT).

8.3.6 ICG Trim Register (ICGTRM)



U = Unaffected by MCU reset

Figure 8-12. ICG Trim Register (ICGTRM)

Table 8-7. ICGTRM Register Field Descriptions

Field	Description
7 TRIM	ICG Trim Setting — The TRIM bits control the internal reference generator frequency. They allow a $\pm 25\%$ adjustment of the nominal (POR) period. The bit's effect on period is binary weighted (i.e., bit 1 will adjust twice as much as changing bit 0). Increasing the binary value in TRIM will increase the period and decreasing the value will decrease the period.

8.4 Functional Description

This section provides a functional description of each of the five operating modes of the ICG. Also discussed are the loss of clock and loss of lock errors and requirements for entry into each mode. The ICG is very flexible, and in some configurations, it is possible to exceed certain clock specifications. When using the FLL, configure the ICG so that the frequency of ICGDCLK does not exceed its maximum value to ensure proper MCU operation.

In output compare or PWM modes, writing to either byte (TPMxCnVH or TPMxCnVL) latches the value into a buffer. When both bytes have been written, they are transferred as a coherent 16-bit value into the timer channel value registers. This latching mechanism may be manually reset by writing to the TPMxCnSC register.

This latching mechanism allows coherent 16-bit writes in either order, which is friendly to various compiler implementations.

10.5 Functional Description

All TPM functions are associated with a main 16-bit counter that allows flexible selection of the clock source and prescale divisor. A 16-bit modulo register also is associated with the main 16-bit counter in the TPM. Each TPM channel is optionally associated with an MCU pin and a maskable interrupt function.

The TPM has center-aligned PWM capabilities controlled by the CPWMS control bit in TPMxSC. When CPWMS is set to 1, timer counter TPMxCNT changes to an up-/down-counter and all channels in the associated TPM act as center-aligned PWM channels. When CPWMS = 0, each channel can independently be configured to operate in input capture, output compare, or buffered edge-aligned PWM mode.

The following sections describe the main 16-bit counter and each of the timer operating modes (input capture, output compare, edge-aligned PWM, and center-aligned PWM). Because details of pin operation and interrupt activity depend on the operating mode, these topics are covered in the associated mode sections.

10.5.1 Counter

All timer functions are based on the main 16-bit counter (TPMxCNTH:TPMxCNTL). This section discusses selection of the clock source, up-counting vs. up-/down-counting, end-of-count overflow, and manual counter reset.

After any MCU reset, CLKSB:CLKSA = 0:0 so no clock source is selected and the TPM is inactive. Normally, CLKSB:CLKSA would be set to 0:1 so the bus clock drives the timer counter. The clock source for each of the TPM can be independently selected to be off, the bus clock (BUSCLK), the fixed system clock (XCLK), or an external input. The maximum frequency allowed for the external clock option is one-fourth the bus rate. Refer to Section 10.4.1, “Timer x Status and Control Register (TPMxSC)” and Table 10-2 for more information about clock source selection.

When the microcontroller is in active background mode, the TPM temporarily suspends all counting until the microcontroller returns to normal user operating mode. During stop mode, all TPM clocks are stopped; therefore, the TPM is effectively disabled until clocks resume. During wait mode, the TPM continues to operate normally.

The main 16-bit counter has two counting modes. When center-aligned PWM is selected (CPWMS = 1), the counter operates in up-/down-counting mode. Otherwise, the counter operates as a simple up-counter. As an up-counter, the main 16-bit counter counts from 0x0000 through its terminal count and then continues with 0x0000. The terminal count is 0xFFFF or a modulus value in TPMxMODH:TPMxMODL.

10.6.3 Channel Event Interrupt Description

The meaning of channel interrupts depends on the current mode of the channel (input capture, output compare, edge-aligned PWM, or center-aligned PWM).

When a channel is configured as an input capture channel, the ELSnB:ELSnA control bits select rising edges, falling edges, any edge, or no edge (off) as the edge that triggers an input capture event. When the selected edge is detected, the interrupt flag is set. The flag is cleared by the 2-step sequence described in Section 10.6.1, “Clearing Timer Interrupt Flags.”

When a channel is configured as an output compare channel, the interrupt flag is set each time the main timer counter matches the 16-bit value in the channel value register. The flag is cleared by the 2-step sequence described in Section 10.6.1, “Clearing Timer Interrupt Flags.”

10.6.4 PWM End-of-Duty-Cycle Events

For channels that are configured for PWM operation, there are two possibilities:

- When the channel is configured for edge-aligned PWM, the channel flag is set when the timer counter matches the channel value register that marks the end of the active duty cycle period.
- When the channel is configured for center-aligned PWM, the timer count matches the channel value register twice during each PWM cycle. In this CPWM case, the channel flag is set at the start and at the end of the active duty cycle, which are the times when the timer counter matches the channel value register.

The flag is cleared by the 2-step sequence described in Section 10.6.1, “Clearing Timer Interrupt Flags.”

11.1.1 Features

Features of SCI module include:

- Full-duplex, standard non-return-to-zero (NRZ) format
- Double-buffered transmitter and receiver with separate enables
- Programmable baud rates (13-bit modulo divider)
- Interrupt-driven or polled operation:
 - Transmit data register empty and transmission complete
 - Receive data register full
 - Receive overrun, parity error, framing error, and noise error
 - Idle receiver detect
- Hardware parity generation and checking
- Programmable 8-bit or 9-bit character length
- Receiver wakeup by idle-line or address-mark
- Optional 13-bit break character
- Selectable transmitter output polarity

11.1.2 Modes of Operation

See Section 11.3, “Functional Description,” for a detailed description of SCI operation in the different modes.

- 8- and 9-bit data modes
- Stop modes — SCI is halted during all stop modes
- Loop mode
- Single-wire mode

11.1.3 Block Diagram

Figure 11-2 shows the transmitter portion of the SCI.

character(s) of each message, and as soon as they determine the message is intended for a different receiver, they write logic 1 to the receiver wake up (RWU) control bit in SCIxC2. When RWU = 1, it inhibits setting of the status flags associated with the receiver, thus eliminating the software overhead for handling the unimportant message characters. At the end of a message, or at the beginning of the next message, all receivers automatically force RWU to 0 so all receivers wake up in time to look at the first character(s) of the next message.

11.3.3.2.1 Idle-Line Wakeup

When WAKE = 0, the receiver is configured for idle-line wakeup. In this mode, RWU is cleared automatically when the receiver detects a full character time of the idle-line level. The M control bit selects 8-bit or 9-bit data mode that determines how many bit times of idle are needed to constitute a full character time (10 or 11 bit times because of the start and stop bits).

When the RWU bit is set, the idle character that wakes a receiver does not set the receiver idle bit, IDLE, or the receive data register full flag, RDRF. It therefore will not generate an interrupt when this idle character occurs. The receiver will wake up and wait for the next data transmission which will set RDRF and generate an interrupt if enabled.

The idle-line type (ILT) control bit selects one of two ways to detect an idle line. When ILT = 0, the idle bit counter starts after the start bit so the stop bit and any logic 1s at the end of a character count toward the full character time of idle. When ILT = 1, the idle bit counter does not start until after a stop bit time, so the idle detection is not affected by the data in the last character of the previous message.

11.3.3.2.2 Address-Mark Wakeup

When WAKE = 1, the receiver is configured for address-mark wakeup. In this mode, RWU is cleared automatically when the receiver detects a logic 1 in the most significant bit of a received character (eighth bit in M = 0 mode and ninth bit in M = 1 mode).

Address-mark wakeup allows messages to contain idle characters but requires that the MSB be reserved for use in address frames. The logic 1 MSB of an address frame clears the receivers RWU bit before the stop bit is received and sets the RDRF flag.

11.3.4 Interrupts and Status Flags

The SCI system has three separate interrupt vectors to reduce the amount of software needed to isolate the cause of the interrupt. One interrupt vector is associated with the transmitter for TDRE and TC events. Another interrupt vector is associated with the receiver for RDRF and IDLE events, and a third vector is used for OR, NF, FE, and PF error conditions. Each of these eight interrupt sources can be separately masked by local interrupt enable masks. The flags can still be polled by software when the local masks are cleared to disable generation of hardware interrupt requests.

The SCI transmitter has two status flags that optionally can generate hardware interrupt requests. Transmit data register empty (TDRE) indicates when there is room in the transmit data buffer to write another transmit character to SCIxD. If the transmit interrupt enable (TIE) bit is set, a hardware interrupt will be requested whenever TDRE = 1. Transmit complete (TC) indicates that the transmitter is finished transmitting all data, preamble, and break characters and is idle with TxD high. This flag is often used in

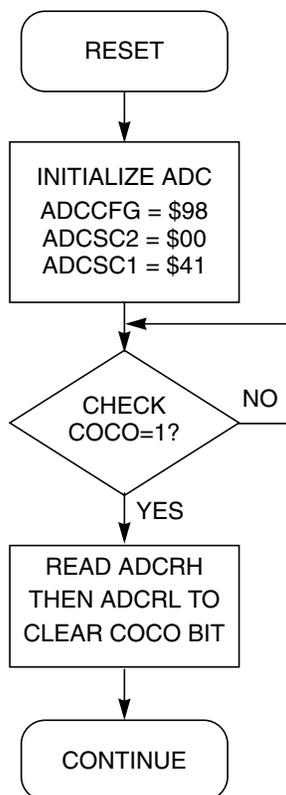


Figure 14-14. Initialization Flowchart for Example

14.7 Application Information

This section contains information for using the ADC module in applications. The ADC has been designed to be integrated into a microcontroller for use in embedded control applications requiring an A/D converter.

14.7.1 External Pins and Routing

The following sections discuss the external pins associated with the ADC module and how they should be used for best results.

14.7.1.1 Analog Supply Pins

The ADC module has analog power and ground supplies (V_{DDAD} and V_{SSAD}) which are available as separate pins on some devices. On other devices, V_{SSAD} is shared on the same pin as the MCU digital V_{SS} , and on others, both V_{SSAD} and V_{DDAD} are shared with the MCU digital supply pins. In these cases, there are separate pads for the analog supplies which are bonded to the same pin as the corresponding digital supply so that some degree of isolation between the supplies is maintained.

When available on a separate pin, both V_{DDAD} and V_{SSAD} must be connected to the same voltage potential as their corresponding MCU digital supply (V_{DD} and V_{SS}) and must be routed carefully for maximum noise immunity and bypass capacitors placed as near as possible to the package.

15.1.1 Features

Features of the BDC module include:

- Single pin for mode selection and background communications
- BDC registers are not located in the memory map
- SYNC command to determine target communications rate
- Non-intrusive commands for memory access
- Active background mode commands for CPU register access
- GO and TRACE1 commands
- BACKGROUND command can wake CPU from stop or wait modes
- One hardware address breakpoint built into BDC
- Oscillator runs in stop mode, if BDC enabled
- COP watchdog disabled while in active background mode

Features of the ICE system include:

- Two trigger comparators: Two address + read/write (R/W) or one full address + data + R/W
- Flexible 8-word by 16-bit FIFO (first-in, first-out) buffer for capture information:
 - Change-of-flow addresses or
 - Event-only data
- Two types of breakpoints:
 - Tag breakpoints for instruction opcodes
 - Force breakpoints for any address access
- Nine trigger modes:
 - Basic: A-only, A OR B
 - Sequence: A then B
 - Full: A AND B data, A AND NOT B data
 - Event (store data): Event-only B, A then event-only B
 - Range: Inside range ($A \leq \text{address} \leq B$), outside range ($\text{address} < A$ or $\text{address} > B$)

15.2 Background Debug Controller (BDC)

All MCUs in the HCS08 family contain a single-wire background debug interface that supports in-circuit programming of on-chip nonvolatile memory and sophisticated non-intrusive debug capabilities. Unlike debug interfaces on earlier 8-bit MCUs, this system does not interfere with normal application resources. It does not use any user memory or locations in the memory map and does not share any on-chip peripherals.

BDC commands are divided into two groups:

- Active background mode commands require that the target MCU is in active background mode (the user program is not running). Active background mode commands allow the CPU registers to be read or written, and allow the user to trace one user instruction at a time, or GO to the user program from active background mode.

When no debugger pod is connected to the 6-pin BDM interface connector, the internal pullup on BKGD chooses normal operating mode. When a debug pod is connected to BKGD it is possible to force the MCU into active background mode after reset. The specific conditions for forcing active background depend upon the HCS08 derivative (refer to the introduction to this Development Support section). It is not necessary to reset the target MCU to communicate with it through the background debug interface.

15.2.2 Communication Details

The BDC serial interface requires the external controller to generate a falling edge on the BKGD pin to indicate the start of each bit time. The external controller provides this falling edge whether data is transmitted or received.

BKGD is a pseudo-open-drain pin that can be driven either by an external controller or by the MCU. Data is transferred MSB first at 16 BDC clock cycles per bit (nominal speed). The interface times out if 512 BDC clock cycles occur between falling edges from the host. Any BDC command that was in progress when this timeout occurs is aborted without affecting the memory or operating mode of the target MCU system.

The custom serial protocol requires the debug pod to know the target BDC communication clock speed.

The clock switch (CLKSW) control bit in the BDC status and control register allows the user to select the BDC clock source. The BDC clock source can either be the bus or the alternate BDC clock source.

The BKGD pin can receive a high or low level or transmit a high or low level. The following diagrams show timing for each of these cases. Interface timing is synchronous to clocks in the target BDC, but asynchronous to the external host. The internal BDC clock signal is shown for reference in counting cycles.

The SYNC command is unlike other BDC commands because the host does not necessarily know the correct communications speed to use for BDC communications until after it has analyzed the response to the SYNC command.

To issue a SYNC command, the host:

- Drives the BKGD pin low for at least 128 cycles of the slowest possible BDC clock (The slowest clock is normally the reference oscillator/64 or the self-clocked rate/64.)
- Drives BKGD high for a brief speedup pulse to get a fast rise time (This speedup pulse is typically one cycle of the fastest clock in the system.)
- Removes all drive to the BKGD pin so it reverts to high impedance
- Monitors the BKGD pin for the sync response pulse

The target, upon detecting the SYNC request from the host (which is a much longer low time than would ever occur during normal BDC communications):

- Waits for BKGD to return to a logic high
- Delays 16 cycles to allow the host to stop driving the high speedup pulse
- Drives BKGD low for 128 BDC clock cycles
- Drives a 1-cycle high speedup pulse to force a fast rise time on BKGD
- Removes all drive to the BKGD pin so it reverts to high impedance

The host measures the low time of this 128-cycle sync response pulse and determines the correct speed for subsequent BDC communications. Typically, the host can determine the correct communication speed within a few percent of the actual target speed and the communication protocol can easily tolerate speed errors of several percent.

15.2.4 BDC Hardware Breakpoint

The BDC includes one relatively simple hardware breakpoint that compares the CPU address bus to a 16-bit match value in the BDCBKPT register. This breakpoint can generate a forced breakpoint or a tagged breakpoint. A forced breakpoint causes the CPU to enter active background mode at the first instruction boundary following any access to the breakpoint address. The tagged breakpoint causes the instruction opcode at the breakpoint address to be tagged so that the CPU will enter active background mode rather than executing that instruction if and when it reaches the end of the instruction queue. This implies that tagged breakpoints can only be placed at the address of an instruction opcode while forced breakpoints can be set at any address.

The breakpoint enable (BKPTEN) control bit in the BDC status and control register (BDCSCR) is used to enable the breakpoint logic (BKPTEN = 1). When BKPTEN = 0, its default value after reset, the breakpoint logic is disabled and no BDC breakpoints are requested regardless of the values in other BDC breakpoint registers and control bits. The force/tag select (FTS) control bit in BDCSCR is used to select forced (FTS = 1) or tagged (FTS = 0) type breakpoints.

The on-chip debug module (DBG) includes circuitry for two additional hardware breakpoints that are more flexible than the simple breakpoint in the BDC module.

A force-type breakpoint waits for the current instruction to finish and then acts upon the breakpoint request. The usual action in response to a breakpoint is to go to active background mode rather than continuing to the next instruction in the user application program.

The tag vs. force terminology is used in two contexts within the debug module. The first context refers to breakpoint requests from the debug module to the CPU. The second refers to match signals from the comparators to the debugger control logic. When a tag-type break request is sent to the CPU, a signal is entered into the instruction queue along with the opcode so that if/when this opcode ever executes, the CPU will effectively replace the tagged opcode with a BGND opcode so the CPU goes to active background mode rather than executing the tagged instruction. When the TRGSEL control bit in the DBGTC register is set to select tag-type operation, the output from comparator A or B is qualified by a block of logic in the debug module that tracks opcodes and only produces a trigger to the debugger if the opcode at the compare address is actually executed. There is separate opcode tracking logic for each comparator so more than one compare event can be tracked through the instruction queue at a time.

15.3.5 Trigger Modes

The trigger mode controls the overall behavior of a debug run. The 4-bit TRG field in the DBGTC register selects one of nine trigger modes. When TRGSEL = 1 in the DBGTC register, the output of the comparator must propagate through an opcode tracking circuit before triggering FIFO actions. The BEGIN bit in DBGTC chooses whether the FIFO begins storing data when the qualified trigger is detected (begin trace), or the FIFO stores data in a circular fashion from the time it is armed until the qualified trigger is detected (end trigger).

A debug run is started by writing a 1 to the ARM bit in the DBGTC register, which sets the ARMF flag and clears the AF and BF flags and the CNT bits in DBGSR. A begin-trace debug run ends when the FIFO gets full. An end-trace run ends when the selected trigger event occurs. Any debug run can be stopped manually by writing a 0 to ARM or DBGGEN in DBGTC.

In all trigger modes except event-only modes, the FIFO stores change-of-flow addresses. In event-only trigger modes, the FIFO stores data in the low-order eight bits of the FIFO.

The BEGIN control bit is ignored in event-only trigger modes and all such debug runs are begin type traces. When TRGSEL = 1 to select opcode fetch triggers, it is not necessary to use R/W in comparisons because opcode tags would only apply to opcode fetches that are always read cycles. It would also be unusual to specify TRGSEL = 1 while using a full mode trigger because the opcode value is normally known at a particular address.

The following trigger mode descriptions only state the primary comparator conditions that lead to a trigger. Either comparator can usually be further qualified with R/W by setting RWAEN (RWBEN) and the corresponding RWA (RWB) value to be matched against R/W. The signal from the comparator with optional R/W qualification is used to request a CPU breakpoint if BRKEN = 1 and TAG determines whether the CPU request will be a tag request or a force request.